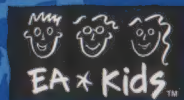




# EAGLE EYE MYSTERIES™

in London

HANDBOOK



A DIVISION OF ELECTRONIC ARTS



# EAGLE EYE LONDON

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# WELCOME, ACE!



Hi, I'm Jake Eagle...  
...and I'm Jennifer Eagle.

Together, we started the Eagle Eye Detective Agency in our hometown, Richview, U.S.A. We've earned a reputation for solving mysteries fast and neat. Everybody began to come to us with mysteries to solve. We were glad to give them a hand, and we've learned a lot along the way.

*Now we're here in London visiting our Aunt Miranda and Uncle Basil. We thought we'd get a little vacation from the hustle and bustle of crime-solving, but no such luck. There are more mysteries hiding here in the London fog than we imagined and we need your help!*

You have to know a lot to unravel mysteries. First, you have to learn how to solve problems logically — using only the facts. Then you have to become familiar with history, different branches of science, and lots of other subjects. Luckily, London has some of the best libraries and museums in the world, where you can find out what you need to know.

There are lots of people around London who can give you information, too. And all the information you gather goes right into our hand-held T.R.A.V.I.S.™ which collects clues, information, and pictures of the suspects. You can use T.R.A.V.I.S. to refresh your memory about the clues you've gathered and the people you've talked to.

But our most important resource is you. You're our partner in all the Eagle Eye cases, and we depend on you to notice things we might miss and help us out during the course of our investigations. And in the end, it's up to you to point to the guilty party.

So if you're ready, let's start solving mysteries!

# USING THE CD

## SYSTEM REQUIREMENTS

To use Eagle Eye Mysteries, you must have:

- A hard disk drive, 16-mhz 386 or faster
- 1 MB free space on your hard drive
- 256-color VGA
- DOS version 3.3 or higher.
- CD-ROM drive
- Mouse recommended
- Sound Blaster sound card

The first time you install Eagle Eye Mysteries:

1. Insert the Eagle Eye Mysteries CD into your CD-ROM drive.
2. Type the name of the drive you inserted the CD into (example d:) and press ENTER.
3. At the D: prompt, type SETUP and press ENTER. A numbered list of available sound options appears.
4. Type the number of the sound option you want to use. A numbered list of available music options appears.



5. Type the number of the music card you want to use. You are returned to DOS. Type EEM2CD to begin the game.

Whenever you want to load Eagle Eye Mysteries after installation:

1. Insert the Eagle Eye Mysteries CD into your CD-ROM drive.
2. Type the name of the drive you inserted the CD into (example d:) and press ENTER.
3. Type EEM2CD to begin the game.

### **CHANGING YOUR SOUND SETUP**

You can change your sound and music options using the CD Setup Program. The available Sound and Music switches for the IBM CD version are listed in the setup program.

To access sound setup:

1. Insert your CD into your CD drive.
2. Type the name of the drive you inserted the CD into (example d:) and press ENTER.
3. At the D: prompt, type SETUP. The Setup screen appears.
4. Type the number of the sound card you want to use.
5. Type the number of the music card you want to use. You are returned to DOS. Type EEM2CD to begin the game.



## SOUND OPTIONS

In Eagle Eye Mysteries voices and music are active at startup. Some people feel that educational value is enhanced by turning off the sound (putting more emphasis on reading for understanding of the plot progression as opposed to listening). If you would prefer to use Eagle Eye Mysteries without narration of the written text, you can turn the sound off at the Set Up screen.

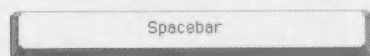
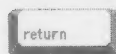
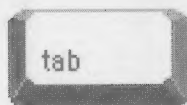
# STARTING

## GIVING COMMANDS

Commands can be given with the keyboard or mouse.

If you are going to use a mouse, make sure the mouse drivers are loaded *before* you start playing the game (usually the mouse drivers are automatically loaded when you turn your computer on). Refer to your mouse manual if you have any questions about loading your mouse drivers.

Note: If you can't figure out how something works, click on the question marks to look at the Help screens in the Notebook and at the Setup screen. You might try the practice mystery, too!



## USING THE KEYBOARD

### TAB

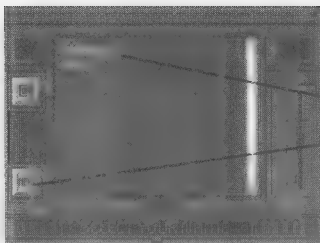
The TAB key moves the onscreen cursor. To select something, move your cursor over it with the TAB key and press ENTER/RETURN.

You can speed up most animations and conversations by pressing ENTER/RETURN or the Spacebar.

## USING THE MOUSE

Move the cursor with the mouse. To select something, move your cursor over it and click a mouse button.

You can speed up most animations and conversations by clicking the mouse.



## ENTER YOUR NAME

*Choose a name or ...  
...click this to type in a new one*

The first time you start sleuthing, you'll be asked to type in your name. Type your first and last name, use the arrow keys to select gender (male or female) then press ENTER/RETURN.

If you've played before, a list of previously used names appears. To choose one of the previously used names, double-click it, or click it once then click OK. To enter a new name, click NEW, then type in your new name and press ENTER/RETURN.

Next choose a partner!



## CHOOSE A PARTNER

*Choose Jennifer or Jake as your partner in crime-solving.*

You'll need a partner during your investigation. You can choose one of the two founding members of the Eagle Eye Detective Agency: Jake or Jennifer. To choose one of them, click on their picture.

You can choose a partner every time you start the game, or change partners at any time during the game from the Set Up Screen.

Next choose an option!



*Choose a game option.*

## CHOOSE A GAME OPTION

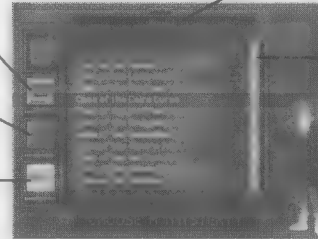
*Choose a game option.*

## CHOOSE A MYSTERY

Click OK to begin the highlighted mystery. The highlighted mystery is white.

Click load to see a list of saved mysteries.

Click exit to exit the program.



This is the current Book of mysteries you're working on (there are two books altogether.)

Click and drag this scrollbar to see mysteries further down the list.

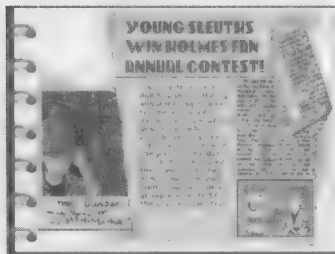
The **Choose A Mystery** option lets you see a list of mysteries that plague London. Any mysteries that have already been solved appear in dark blue. Cases that still need solving appear in light blue, and the one you have currently selected is white.

There are two groups of mysteries called Book 1 and Book 2. You must solve all the mysteries in Book 1 before Jake and Jennifer will promote you to the harder cases in Book 2.

To scroll through the complete list of mysteries in your current Book, click and drag the scrollbar. You can also click on the UP arrow at the top of the scrollbar to scroll up through the mysteries, or click on the DOWN arrow at the bottom of the scrollbar to scroll down.

## **PRACTICE MYSTERY**

The Practice Mystery gives you a chance to solve a simple mystery and learn how sleuthing for the Eagle Eye Agency works. The first time you play, you are automatically placed into the Practice Mystery. Play the Practice Mystery first to meet Jake and Jennifer, learn how to give commands, question witnesses, gather clues, and get around.



## SEE SCRAPBOOK 1 AND 2

There are two ScrapBooks that Jake and Jennifer fill with souvenirs of your detective work. Each ScrapBook corresponds to one of the two books of mysteries. Jake and Jennifer fill these up as you solve cases.

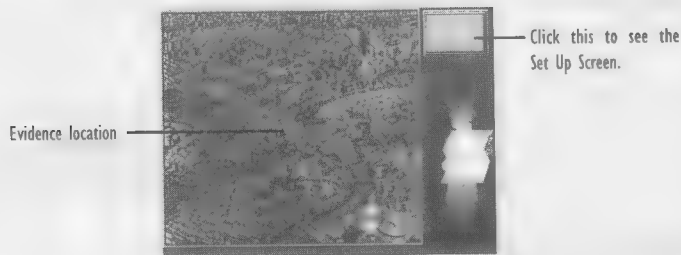
# CASE BRIEFING



When you've chosen a mystery to solve, you're transported to the Eagle Eye Garret. From here you, Jake, and Jennifer will get a little preliminary information on the case, a map of London, and T.R.A.V.I.S. Get ready, get set, good luck!



# GETTING AROUND LONDON



The Map of London shows you the places where you'll find the evidence you need to solve your case. The active locations are noted with sparkling diamonds. A red diamond marks the scene of the crime, so investigate there first.

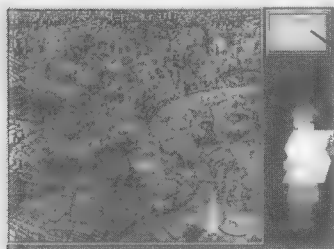
When you click on a diamond, you'll get a close-up view of that area and the names of the places marked by the diamonds, such as the British Museum or Scotland Yard. When you click on one of these places, you and your partner take the quickest method of public transport to get there and begin to collect evidence.



If you collect some information on a new place, a new diamond marks that place on the map. Glowing diamonds signify “hot spots” where you’re sure to find some great clues.

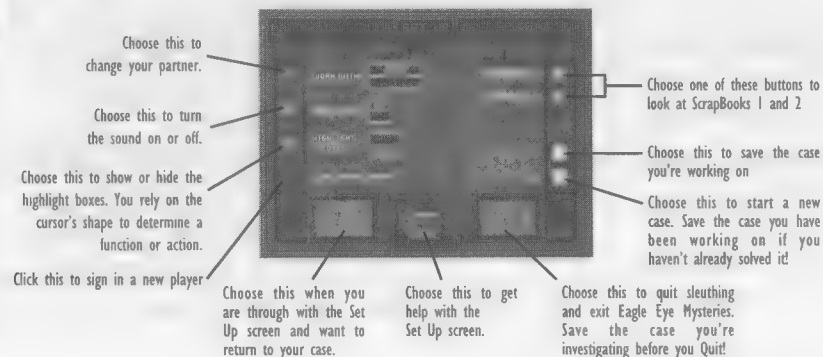
When you’ve learned everything in a place, the diamond that represents the place stops sparkling, but stays on the screen. If new information is available there, it will sparkle again.

## SET UP SCREEN



Click this to see the Set Up screen

To change previous selections you’ve made at the Set Up screen, use the Set Up screen options listed below.



# SOLVING A MYSTERY

The Eagle Eye Detective Agency goes by the book — that's the law. To catch a culprit, you must collect evidence, form a hypothesis (a theory about who did it, why, and how), then choose the evidence from your collection that best proves your hypothesis.

The procedure below is a modernized version of Great Grandpa Eagle's first handbook on crime-solving, published in 1842. Jake and Jennifer use it as their guide, and we've published it here for you to refer to.

## 1. Gather clues

Gather facts and photos as evidence by visiting various locations, interviewing the people you find there, and finding clues. As you interview people and search locations, your partner logs all evidence in your T.R.A.V.I.S.

## 2. Figure out a suspect

Form a theory about who did it and why, based on the evidence.

## 3. Choose the best clues to support your suspicions

Go to your T.R.A.V.I.S., click the red SOLVE button, and choose the clues that best support your suspicion. Choose up to five clues.

#### 4. Expose the Mystery

After you and your partner have agreed on the clues, you'll have to choose a suspect to accuse, a mystery location, or an object of significance to crack the case.

Once you've solved a mystery, you'll go back to the Eagle Eye Garret to wrap up the case. But hey, now isn't the time to relax — it's time to get on the next case!

### T.R.A.V.I.S.™

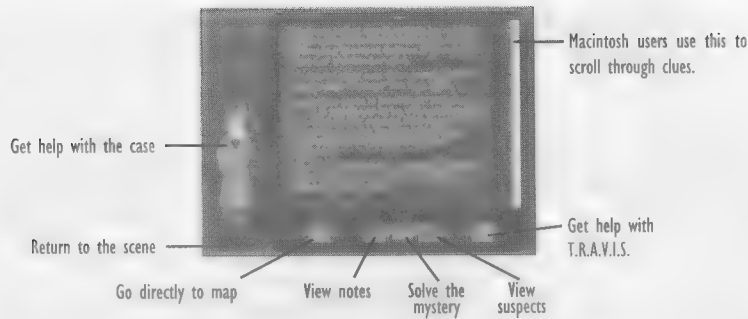
**T.R.A.V.I.S. n.** 1. An acronym for TEXT RETRIEVAL AND VISUAL IMAGING SYSTEM.

2. A portable computer that can keep notes and photographic images in its memory.

Aside from your brain, T.R.A.V.I.S. is your most valuable mystery-solving tool. As you collect information and discover clues at different locations, your partner (Jake or Jennifer) enters them into T.R.A.V.I.S.



*To review the information your partner has entered into T.R.A.V.I.S., click on it anytime you're investigating a location.*



Choose the Notes button to view all the current notes your partner has kept.



Choose the Suspects button to review the pictures of people you have talked to. Click on a Suspect to review what that person told you or what you heard about them.



Choose the Solve button when you're ready to solve the case.



Choose the Up or Down button to scroll through the notes.



Choose the Help button to get help using T.R.A.V.I.S..



## GATHER CLUES

The two primary ways of gathering evidence are talking to people and examining the scene of the crime.

*In any location, people who have something to say or objects that contain important clues are outlined by blue glowing boxes like these.*

Select the person or area inside a glowing box to get information and clues. The cursor changes its shape when placed over an object.

When there is a clue in the scene, your cursor becomes a magnifying glass to indicate the clue's location.

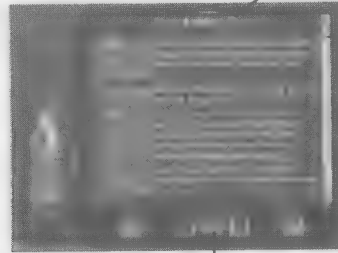
When there is someone to ply for information in the scene, your cursor becomes a "talk balloon" to indicate their presence.

To leave a location, click on your partner's feet and you'll go back to the map of London.

## SELECT CLUES TO SUPPORT YOUR CASE

When you've thoroughly searched the locations with evidence around London and are ready to solve the case, pick the clues that best support your suspicion. Bring up the T.R.A.V.I.S. screen, then choose the red SOLVE button to bring up all your stored clues.

This Clue Counter tells you how many clues you have left to choose.



Macintosh users use the slide bar to see your entire list of clues.

Choose the SOLVE button to get to the Clue Selection screen.

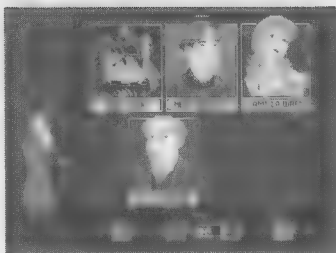
If you choose a clue as evidence, then decide you don't want to include it, select it again to deactivate it.

When you and your partner agree on the clues chosen, it's time to expose the mystery!



## EXPOSE THE MYSTERY

When you've selected solid clues as evidence, discover the truth and expose the mystery!



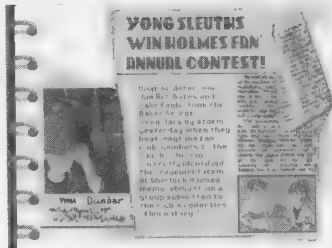
*Who did it??*

Usually you'll be figuring out who a guilty party is, but sometimes you'll need to find out which object in a group is fake, or a location, or a mystery of some other kind.

If you are correct in your deductions, you're transported back to the Eagle Eye garret to share your success with the other Eagle Eye partners. If you are incorrect, you'll go back to the T.R.A.V.I.S. to review your clues. When you're ready to try again, click SOLVE, choose your clues, then make another choice.

# SCRAPBOOKS

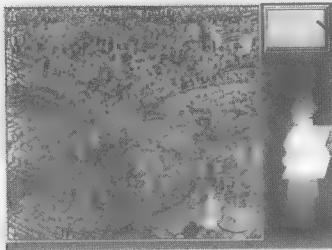
Jake and Jennifer are proud to have you as part of their team, so they collect all the articles and letters they receive about your successes and put them in a ScrapBook.



You can view your ScrapBooks from the opening Option menu or from the Set Up Screen during an investigation.

There are two ScrapBooks, each corresponding to one of the two Books of mysteries you've solved. When you've solved all the mysteries in Book 1 (and subsequently filled up ScrapBook 1), the Eagle Eye Detective Agency promotes you to Book 2 of mysteries, and you'll begin to fill up ScrapBook 2.

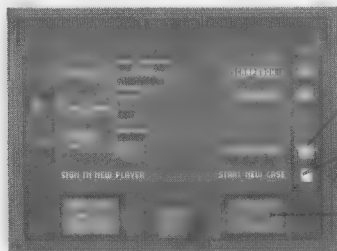
## SAVING A CASE



To save a case during an investigation:

*Program Set Up button*

1. Go to the London map screen and choose the Program Set Up button. The Set Up screen appears.



*Save This Case button*

*Start New Case button*

*Quit The Program button*

2. Choose the Save This Case button, and your case is saved.

Now that the case is saved, you can choose Start New Case to begin solving a new mystery, or quit sleuthing by choosing the Quit The Program button.

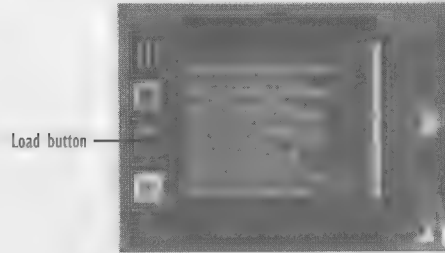
## RESTARTING A SAVED CASE

To restart a saved case:

1. Start Eagle Eye as you normally would: choose a name, choose a partner, then at the Option screen, select Choose A Mystery.

*NOTE! Be sure to select the same name that your cases are saved under!*

2. Choose the Load button. A list of saved mysteries appears.



3. Select the mystery you'd like to restart, then choose OK. If you want to go back to the Choose A Mystery screen, select the Load button again.

## QUITTING

Before you rush to quit your investigation, remember to save your place! See "Saving A Case."

To quit at any time during play:

1. Press the ESC key on your keyboard until the big town map of London appears.

2. Choose the Program Set Up button. The Set Up screen appears.
3. Choose the Quit The Program button. When the Exit Game? box appears, choose Yes.







At certain places in Eagle Eye, like the introductory menus and end-of-mystery screens, you can press the ESC button on your keyboard and instantly get the **Exit Game?** box.

# DECODER RESOURCES









## TRAIN SCHEDULE










<u>Destination</u>	<u>Train #</u>	<u>Train Time</u>	<u>Platform</u>
Warwick	3244	10:30 a.m.	3
	1265	11:45 a.m.	11
	3244	12:00 noon	7
	1265	1:30 p.m.	6
	3244	4:00 p.m.	10
Kenilworth	5137	9:15 a.m.	7
	6682	10:45 a.m.	9
	5137	12:30 p.m.	4
	6682	1:15 p.m.	11
	5137	3:30 p.m.	12
Marlford Manor	2791	9:00 a.m.	5
	1834	9:45 a.m.	8
	2791	10:30 a.m.	10
	1834	12:00 noon	11
	2791	1:45 p.m.	3
	1834	2:30 p.m.	4
	2791	3:45 p.m.	1
Salisbury	1834	5:00 p.m.	2
	5621	9:00 a.m.	12
	3392	10:15 a.m.	7
	5621	11:45 a.m.	8
	3392	1:30 p.m.	5
Hampton Court	5621	3:45 p.m.	9
	4233	10:00 a.m.	6
	7265	11:15 a.m.	12
	4233	12:15 p.m.	9
Torbay	8375	10:15 a.m.	3
	5817	11:45 a.m.	12
	8375	2:30 p.m.	7
Dartmoor	6314	10:45 a.m.	2
	3198	12:30 p.m.	10
	6314	3:00 p.m.	5
	3198	5:10 p.m.	9
Oxford	4755	10:05 a.m.	4
	3276	12:15 p.m.	12
	4755	2:45 p.m.	5
	3276	3:30 p.m.	1
	4755	5:00 p.m.	8










# HIEROGLYPHS

LETTER	HIEROGLYPH	SOUND	EXPLANATION	
A		vulture	<u>a</u> t, b <u>a</u> t, <u>a</u> bout, <u>a</u> cross	Use the vulture for the <u>a</u> sounds in words like <u>a</u> t and b <u>a</u> t or <u>a</u> bout and <u>a</u> cross.
		forearm	<u>a</u> ble, m <u>a</u> ke	Use the forearm for the <u>a</u> sound in words like <u>a</u> ble and m <u>a</u> ke
B		foot	<u>b</u> oy, <u>b</u> all	
C		folded cloth	n <u>i</u> ce, <u>c</u> ent	Use the folded cloth for the soft <u>c</u> ( <u>s</u> ) sound in words like n <u>i</u> ce and <u>c</u> ent.
CH		hobble rope	<u>ch</u> urch, <u>ch</u> oose	
D		hand	<u>d</u> elta, <u>d</u> ime	













E		two reed leaves	reed, read, Mary	Use two reed leaves for the long e sound in words like reed, read, and Mary.
		vulture	earn, over, elf, bet	Use the vulture for the e sounds in words like earn and over or elf and bet.
F		horned viper	far, fort	
G		pot stand	girl, go	Use the pot stand for the hard g sound in words like girl and go.
		cobra	George, gentle	Use the cobra for the soft g (j) sound in words like George and gentle.
H		shelter/rope	hit, who, behind	Use either the shelter or the rope for the h sound in words like hit, who, and behind. Choose the hieroglyph that looks the best.
				
I		reed leaf	bit, bite	Use one reed leaf for both the short and the long i sounds

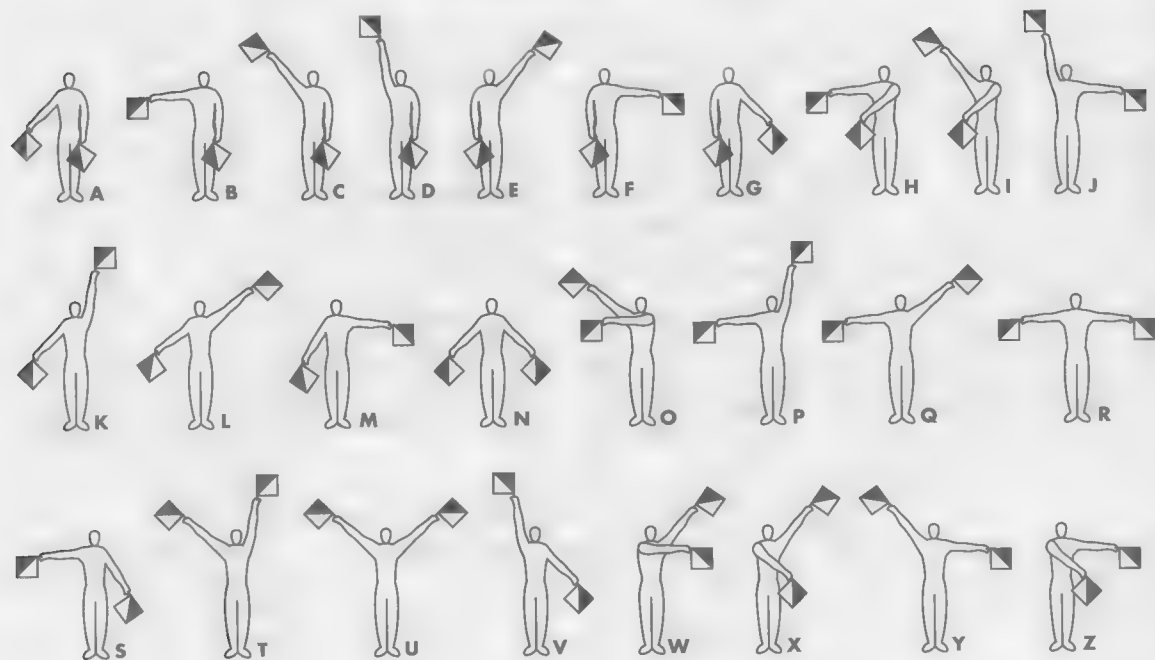
J		cobra	jam, jinx	
K		basket/hillside	kite, <u>cat</u> , back, <u>Chris</u> , school	Use either the basket or the hillside for the <u>k</u> (hard <u>c</u> ) sound in words like <u>k</u> ite, <u>cat</u> , back, <u>Chris</u> , and school. Choose the hieroglyph that looks the best.
				
L		open mouth	late, loaf	
M		owl	mud, crumb	
N		water	Nile, bone	
O		quail chick	moon, hoot, open, boat, soot, foot	Use the quail chick for the <u>o</u> sounds in words like moon and hoot, open and boat, or soot and foot.
		vulture	cot, Oliver, bought	Use the vulture for the <u>o</u> sounds in words like cot and Oliver or bought.
P		stool	pet, pond	

PH		horned viper	<u>p</u> haraoh, <u>ph</u> one	
Q		basket + quail chick	<u>q</u> ueen, <u>qu</u> ick	Combine the basket ( <u>k</u> ) and the quail chick ( <u>w</u> ) to make the <u>qu</u> ( <u>kw</u> ) sound in words like <u>q</u> ueen and <u>qu</u> ick.
				
R		open mouth	<u>r</u> ain, <u>cr</u> own	
S		folded cloth	<u>h</u> ouse, <u>pie</u> ce, <u>cat</u> s	Use the folded cloth for the <u>s</u> (soft <u>c</u> ) sound in words like <u>h</u> ouse, <u>pie</u> ce, and <u>cat</u> s.
SH		lake	<u>sh</u> ip, <u>Sch</u> midt, <u>mach</u> ine	Use the lake for the <u>sh</u> sound in words like <u>sh</u> ip, <u>Sch</u> midt, and <u>mach</u> ine.
T		bread loaf	<u>t</u> ell, <u>l</u> et	
TH		cow's belly	<u>th</u> rough, <u>bo</u> th	Use the cow's belly for the <u>th</u> sound in words like <u>th</u> rough and <u>bo</u> th.
		(unknown)*	<u>th</u> e, <u>bo</u> ther	Use this hieroglyph for the <u>th</u> sound in words like <u>th</u> e and <u>bo</u> ther.

\*We do not know what this symbol represents in ancient Egypt.

U		quail chick	<u>cut</u> , <u>gull</u> , <u>utter</u> , <u>full</u> , <u>pull</u>	Use the quail chick for the <u>u</u> sounds in words like <u>cut</u> , <u>gull</u> , and <u>utter</u> or <u>full</u> , and <u>pull</u> .
		one reed leaf + quail chick	m <u>u</u> le, fu <u>u</u> el	Combine one reed leaf and the quail chick to make the long <u>u</u> sound in words like m <u>u</u> le and fu <u>u</u> el.
				
V		horned viper	<u>v</u> ideo, co <u>v</u> er	
W		quail chick	<u>w</u> ind, co <u>w</u> , <u>w</u> hat, <u>w</u> here	
X		basket + folded cloth	bo <u>x</u> , ex <u>tr</u> a	Combine the basket ( <u>k</u> ) and the folded cloth ( <u>s</u> ) to make the <u>x</u> ( <u>ks</u> ) sound in words like bo <u>x</u> and ex <u>tr</u> a.
				
Y		one reed leaf	<u>y</u> ou, <u>y</u> es, cr <u>y</u> on	Use one reed leaf for the <u>y</u> sound in words like <u>y</u> ou, <u>y</u> es, and cr <u>y</u> on.
[Y]		two reed leaves	M <u>y</u> ry, <u>Y</u> vonne	Use two reed leaves for the <u>y</u> (long <u>e</u> ) sound in words like M <u>y</u> ry, and <u>Y</u> vonne.
Z		door bolt	z <u>e</u> bra, <u>X</u> er <u>o</u> x, ple <u>a</u> se, piec <u>e</u> s, bo <u>y</u> s	Use the door bolt for the <u>z</u> sound in words like z <u>e</u> bra, <u>X</u> er <u>o</u> x, ple <u>a</u> se, piec <u>e</u> s, and bo <u>y</u> s

# SEMAPHORE



# REIGN OF THE MONARCHS

## CHRONOLOGY OF REIGNS

Norman	
William the Conqueror	1066-1087
William II (Rufus)	1087-1100
Henry I (Beauclerc)	1100-1135
Stephen	1135-1154

Plantagenet	
Henry II	1154-1189
Richard I	1189-1199
John (Lackland)	1199-1216
Henry III	1216-1272
Edward I	1272-1307
Edward II	1307-1327
Edward III	1327-1377
Richard II	1377-1399

## House of Lancaster

Henry IV	1399-1413
Henry V	1413-1422
Henry VI	1422-1461, 1470-1471 (restored)

## House of York

Edward IV	1461-1469, 1471-1483
Edward V	1483
Richard III	1483-1485

## Tudor

Henry VII	1485-1509
Henry VIII	1509-1547
Edward VI	1547-1553
Mary I	1553-1558
Elizabeth I	1558-1603

### **United Kingdom House of Stuart**

James I	1603-1625
Charles I	1625-1649

### **Commonwealth and Protectorate**

Oliver Cromwell	1653-1658
Richard Cromwell	1658-1659

### **House of Stuart (restoration)**

Charles II	1660-1685
James II	1685-1688
(Glorious Revolution)	1688
Mary II & William III	1689-1702
Anne	1702-1714

### **House of Hanover**

George I	1714-1727
George II	1727-1760
George III	1760-1820
George IV	1820-1830
William IV	1830-1837
Victoria	1837-1901

### **House of Saxe-Coburg**

Edward VII	1901-1910
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### **House of Windsor**

George V	1910-1936
Edward VIII	1936
George VI	1936-1952
Elizabeth II	1952-present



## METRIC CONVERSION CHARTS

### LENGTH

1 millimeter (mm)	=	.04 inches (or less than 1/16 in.)
1 centimeter (cm)	=	.39 inches (or just under 1/2 in.)
1 meter (m)	=	39 inches (or about 1.1 yards)
1 kilometer (km)	=	.62 miles (or about 2/3 of a mile)

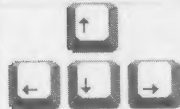
When you know:	You can find:	If you multiply by:
inches	millimeters	25
feet	centimeters	30
yards	meters	0.9
miles	kilometers	1.6
millimeters	inches	0.04
centimeters	inches	0.4
meters	yards	1.1
kilometers	miles	0.6

### WEIGHT

1 gram weight(g)	=	.035 ounces (or about a paperclip's weight)
1 kilogram (kg)	=	35.2 ounces or 2.2 pounds
1 metric ton	=	2,205 pounds (1.1 short ton)

When you know:	You can find:	If you multiply by:
ounces	grams	28
pounds	kilograms	0.45
grams	ounces	0.035
kilograms	pounds	2.2

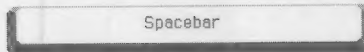
# QUICK KEYS



Move your cursor around the screen with the arrow keys or the TAB key.



Activate the object currently under your cursor with the ENTER key or speed up conversations and animations.



Speed up conversations and animations with the spacebar or the ESC key.



